

FORUM GALA

UX Designer

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Design Skills

Affinity Mapping, Brainstorming,
Interaction Design, Physical Prototyping,
Prototyping, Sketching User Personas,
Storyboarding, User Personas, Wireframing

Research Skills

Card Sorting, Competitive Analysis,
Contextual Inquiry, Guerrilla testing,
Observations, Qualitative Analysis,
Quantitative Analysis, Surveys,
Usability Tests, User Flows,
User Interviews, Walkthroughs

Design Tools

Adobe Illustrator, Adobe XD,
Axure, Balsamiq, Figma, Inkscape,
Invision, Sketch

Development Skills

HTML5, CSS, JavaScript,
jQuery, Bootstrap

Certificates

Mobile User Experience (UX) Design

Interaction Design Foundation

Jan 2020

UI Design Patterns for Successful Software

Interaction Design Foundation

Sept 2019

User Research - Methods and Best Practices

Interaction Design Foundation

Oct 2019

Work Experience

UX Designer | Informative Technologies

Jan 2019 - Present

- Researching and prototyping a nutrition and fitness application for the Mecklenburg County Health Department

Software Engineer | Persistent Systems

Jan 2017 - May 2018

- Worked with cross-functional teams to improve the UX of an online speaker bureau portal
- Developed web pages in close collaboration with the UX team

Projects

UX Researcher / UX Designer | Bank of America Lite Oct 2019 - Nov 2019

- Ideating on a solution that would make using the app more convenient
- Researching on the pain points of the original application through Google form surveys and user interviews
- Designing a Lite application using initial paper sketches and prototyping

UX Researcher / UI Designer | TrailScout

Aug 2018 - Dec 2019

- Analysing needs of amateur hikers using user interviews, user personas and card sorting
- Researching on a trail scout application and drone for recreational hikers
- Leading the design of a mobile application of a cross-functional team

UX Researcher / UI Designer | UNCC Transient

Aug 2018 - Dec 2019

- Discovering people's pain of waiting at the bus stops through semi-structured interviews
- Providing discovery deliverables using story maps and personas
- Designing dashboard interface prototype for UNC Charlotte bus systems

UX Designer / UI Developer | Pixel Films

Aug 2018 - Dec 2019

- Designing wireframes for a movie swapping system
- Developing a fully functional website using HTML5/CSS, NodeJS

UX Designer | Cards Against Humanity

Aug 2018 - Dec 2019

- Empathising and helping friends connect virtually sitting in the comfort of their homes
- Designing an online game prototype for the original card game Cards against Humanity through paper prototypes digital wireframes
- Conducting usability tests on the prototype using Wizard of Oz study and improving the prototype based on user's feedbacks

Education

Master of Science - Information Technology (Human Centered Design)

University of North Carolina, Charlotte, USA

Dec 2019

Bachelor of Engineering - Information Technology

University of Pune, India

June 2016